Game Overview

Obscurio is a cooperative, asymmetric game, where each player has a secret role. Players try to interpret pictures to escape the Library. Depending on their role, they will each play differently.

The Grimoire is the only role that is public at the start of the game. They play the game differently, as they know the way out. The Grimoire also knows who the Traitor is. Their role is to guide their team. However, the Grimoire cannot speak (it’s a book, after all) and must only communicate with pictures and visual clues.

Victory: The Grimoire wins with the Wizards if the loyal Wizards manage to escape the Library. They know who the Traitor is but must not give any information about it! The loyal Wizards keep their role hidden for most of the game. They try to decipher the clues given by the Grimoire to choose the doors that will allow them to exit the Library.

Victory: The loyal Wizards win if they manage to escape the Library. The Traitor is hidden among the Wizards at the beginning of the game. They must try to mislead the other Wizards as long as possible, without being exposed. The Traitor plays against the Grimoire and the Wizards, and wins if they lose.

Victory: The Traitor wins alone if the Wizards lose of all their Cohesion points.

Roles

Note: Use the following rules for games with 4 players or more. If you play with 2 or 3 players, see the 2- and 3-player variant.

You knew that there had to be a reason why this Library had been abandoned. People had disappeared… others had gone mad… but it was said that the Library was full of magical items and powerful artifacts, and that was enough to convince you and your fellow Wizards. Now, you’re running between endless rows of bookshelves, with a precious Grimoire under your arm, and a terrible Sorcerer hell-bent on recovering his treasure on your heels. The Library itself answers to its dark master and does all that it can to prevent you from escaping this maze: endless hallways, concealed doors, moving stairways…

Fortunately, the Grimoire is here to guide you to the

exit. Its pages display phantasmagoric visions, and

interpreting them correctly with the help of your friends

is the key to victory.

But are they really your friends? Can you trust them

all? Your instinct tells you that one of you group fell

under the Sorcerer’s spell, and secretly plots against

you. Be careful, or you could end up wandering in this

endless maze forever…

2Note: Unless stated otherwise,

when the word Wizards is used in this

rulebook, it refers to all players (including

the Traitor) except the Grimoire.

Game Contents and Setup

Contents

3

2 Butterfly Markers

1 foldable Card Holder

with a Time Track on the back

2 semi-transparent red round

plastic Sheets

2 printed transparent round

plastic Sheets

1 Hourglass

(about 60 seconds)

1 Bag 14 Trap Tokens

30 Cohesion Tokens 1 Evanescent Room Tile

1 Progress Marker

1 Game Board

7 Loyalty Cards

(6x Loyal and 1x Traitor)

7 Character Chips

7 Character Cards

84 Illusion Cards 1 Desk

Choose a game difficulty. Use the Beginner Grimoire level for your first game. Take the number of Cohesion tokens indicated in the table for your

number of players (including the Grimoire) and the difficulty level that you chose. First, place the required number of Cohesion tokens on the dark area of

the gauge (with the monster), then place all the remaining tokens on the other part of the gauge 8 .

Tokens in the dark area: 4 or 5 players: 5 / 6 to 8 players: 7

Difficulty Settings:

8

5

7

4

6

3

2

4

Setup

Beginner

Grimoire

Players

Experienced

Grimoire

Expert

Grimoire

3030 2626 2222

1818 1515 1212

2626 2222 1818

1515 1212 1010

2222 1818 1515

99 88 77

1212 1010

Place the board on the table 1 . Place the Progress marker on the first

spot of the Progress track, in the upper part of the board 2 .

Choose which player plays as the Grimoire. That player receives the

Desk, the 2 Butterfly markers, the card holder and the hourglass 3 . Shuffle

the Illusion cards and place their deck face down next to the Grimoire 4 .

The Grimoire draws 8 Illusion cards and places them face up in their card

holder (the other players must not see them). Then, close the card holder 5 .

All other players choose their Character card and take the matching

chip. Each player keeps their card in front of them and places their chip at the

center of the board 6 . These players are the Wizards.

Take the Traitor card. Add Loyal cards until you have as many Loyalty

cards as there are Wizards (for instance, with 4 Wizards, take 1 Traitor cards

and 3 Loyal cards). Shuffle the cards and deal 1 card to each Wizard. Each

Wizard secretly looks at their Loyalty card and keeps it hidden from any other

player. One of them will be the Traitor.

Place the Trap tokens in the bag 7 .

3

4

5

7

88

All other game elements remain in the box for the moment.

You are now ready to play Obscurio!

5

1

2

6

8

A game of Obscurio plays in several turns. Each turn is divided into 5 steps. On each turn, the Wizards must resolve a riddle (interpret the clues given

by the Grimoire) to find the door that will lead them to the next Room. To exit the Library, they must successfully cross 6 Rooms.

The Grimoire takes the first Illusion card from the deck and looks at that card (make sure

that no other player can see it). That card is the Exit card: the Wizards must identify it

(among many others) to move to the next Room. The Grimoire keeps the card face down.

As long as Step 2 is not over, the Grimoire may look at the Exit card.

Then, the Grimoire draws 2 other Illusion cards and place them face up on the Desk.

These are the Pages of the Grimoire. Using the Butterfly markers, the Grimoire points to

1 or 2 elements on these Pages. These elements must be related to the Exit card, as the

Wizards will use them as clues to identify that Exit card. The Grimoire may use one of their

two Butterfly markers, or both of them. They can be placed on each Page, or both on the

same Page. The Butterfly must be placed inside the circle of the card they point at.

The Grimoire may also place one Butterfly marker at the bottom of a Page. This means

that the Page as a whole is a clue, and related to the Exit card, because of its subject, its

theme, its colors, etc.

Once the Grimoire has placed their Butterfly marker(s), they place the Exit card face

down next to them and pass the Desk to the Wizards. The Wizards may now freely talk

about the Butterfly markers and try to interpret their placement.

Each Room features many obstacles designed to prevent the Wizards from escaping the

Library. During the turn setup, you must draw one or several Trap tokens from the bag and

place them in front of the Grimoire.

You always draw at least 1 Trap token at this step, even on the first turn.

Depending on the time that the Wizards took to complete the previous turn, there

may be additional Trap tokens. Any Trap token that you draw must be resolved

during the current turn.

See p12 to check the effects of the Trap tokens.

Example: In this example, the Grimoire decides to

point at the sea on the right Page, because it is related

to the water on the Exit card. Then, the Grimoire places

their second Butterfly marker pointing to the round

window, as there is one on the Exit card.Note: Once placed, a Butterfly marker may no longer be moved by anyone (neither by

the Grimoire, nor by any other player).

Furthermore, the Grimoire may not use both Butterfly markers to point to the same

element.

Example: During the previous turn, the Wizards

finished their actions after the timer reached the ‘+2’

space. As a result, they must draw 3 Trap tokens on

that turn (1 token +2 extra).

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Gameplay

Step 1: Turn Setup

Step 2: Prepare the RiddleImportant Note: the Grimoire is not allowed to speak with the Wizards. That player cannot gesture, mimic, nor make any sound or

comment to try to give hints. To communicate with the Wizards, the Grimoire can only use the Butterfly markers.

Exit

Card Pages of the Grimoire

This step plays in 3 phases:Note: it is critical that all Wizards close their eyes. Not doing it would be cheating, as the Traitor would be easily exposed.Note: Choosing cards is not mandatory. The Traitor may decide not to choose cards, in which case they simply nod to the

Grimoire to let them know that they can close the card holder at once.

The Traitor may choose a first card: they simply indicate the number of the card with their fingers. The Grimoire then places that

card face down on top of the Exit card and immediately draws a new card from the deck to replace the chosen card.

The Traitor may then choose a second card. Proceed as you did for the first card, making sure to draw a new card to replace it

once selected.

Then, the Grimoire closes the card holder.

7Note: The Grimoire ensures that this step plays smoothly, but they cannot comment on the Traitor’s choices, as they must not disclose the

Traitor’s identity. Don’t talk to the Traitor, and make sure that they remain anonymous!Important Note: During this step, it is critical that the Grimoire and the Traitor do not disclose any information about the Traitor’s identity.

The Grimoire should not call the Traitor by their name, nor should they turn to them when speaking. The Traitor should move with care;

making any sound would draw the other players’ attention to them.

Step 3: Traitor Cards

On the Grimoire’s command, the Wizards close their eyes.

The Grimoire asks the Traitor to open their eyes and opens the card holder, showing it to the Traitor. There are

8 cards numbered #1 to #8 in the card holder. The objective of the Traitor is to confuse the Wizards by choosing

cards that look like potential Exit cards, according to the Butterfly markers placed on the Pages of the Grimoire.

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Once the Grimoire has closed the card holder, the Traitor closes their eyes.

On the Grimoire’s command, everyone opens their eyes.

This step can end in two ways:

Example: In this example, BlueBlue

thinks that the clues given by the

Grimoire are a reference to the

window and the dark blue displayed on

card #1. As a result, they place their

Character chip in front of that door.

GreenGreen chooses to place their chip in

front of door #4 because of the round

window and the water that appear on

it. Also, they want to make sure that

someone chooses this door. RedRed and

YellowYellow are both convinced that the

correct door is door #6 because of the

moon and the stars.

All Wizards have chosen a door, and they don’t want

to change their mind. They tell the Grimoire that the

step is over. The hourglass stays on its current space.

The hourglass runs out while on the last space of

the Time Track. The Grimoire announces “Stop!” and

Wizards can no longer place their chips. For any

Wizard that did not place or move their chip, the group

will lose Cohesion points, as if these Wizards had

chosen the wrong door.

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Step 4: Choosing the Door

The Grimoire now takes the Exit card, plus any cards chosen by the Traitor during the previous step, and adds as many cards as needed from the

deck to have a total of 6 Illusion cards (Trap tokens may alter this total). Then, the Grimoire shuffles the cards and give them to the Wizards.

The Wizards place them face up on the appropriate spots of the board, numbered #1 to #6. These spots are called ”Doors”.

During this step, the Wizards must find the Exit card, hidden among the other Illusion cards. They must discuss the clues given by the Grimoire (the

Butterfly markers) and try to understand how the elements indicated by the Butterflies are related to the Exit card.

As soon as the first card is placed on the board, the Grimoire turns the hourglass and places it on the first space of the Time Track (on the back of the

card holder). If the hourglass runs out before the end of that step, the Grimoire must turn it again and place it on the second space, and so on. The sooner

that the Wizards agree on a card, the fewer Traps they will suffer on the next turn.

When a Wizard thinks they have found the proper Exit card (i.e. a card that would match the clues that they received), they place their Character chip in

front of the matching door. Wizards can change their mind and move their chip as long as the step is not over.

The Wizards may cooperate and each may choose a different door to increase the group’s chances to find the right door. However, doing so is risky, as

the group will lose one Cohesion token for each Wizard that chose the wrong door.

Pages of the Grimoire

When this step ends, the Grimoire reveals the correct Exit card among the doors. Then, proceed as follows to resolve that step:

Example: In this example, the Exit

card is Door #3. At least one Character

chip is in front of that door. As a result,

the Progress Marker moves one space

forward. Then, each player that was

in front of a wrong door takes one

Cohesion token from the matching

area and places that token on their

Character card. BlueBlue, RedRed and

YellowYellow take one token each. The team

lost 3 Cohesion tokens - but at least

they moved to the next Room.

If there is at least one Character chip in front of the Exit card,

then the group moves one Room forward! Move the Progress

Marker one space forward. If the Progress Marker reaches the

last space of the Progress track, the Watcher Trap is now active

(as indicated on the game board) for the rest of the game. You

can read the effects of this trap on page 12.

If the Progress Marker was on the last space, and if the

Wizards still have at least 1 Cohesion token, the game ends

immediately. The Wizards and the Grimoire win!

Each Wizard whose Character chip is not placed, or is

placed in front of a wrong door (any door other than the Exit

card) takes a Cohesion token (first from the leftmost area of the

gauge, then from the dark area if the other area is empty) and

places it on their Character card. Keeping the tokens on the

Character cards allows the players to keep track of the number

of times that a given Wizard chose a wrong door. If the last

Cohesion token is taken from the board, the Wizards are lost

in the Library. The Traitor wins the game! If no-one found the

Exit card, then the group does not progress. The Progress

marker does not move on the track.

9Correct DoorWrong Door

The game may end in two ways:

The game instructs you to move the Progress marker

while that marker already is on the last space of the track

(the track features 6 spaces) and the Wizards still have at

least 1 Cohesion token: the Wizards managed to escape

the Library!

The Wizards and the Grimoire win the game. The

Traitor loses!

The last Cohesion token is taken from the dark area

of the gauge: the Wizards are lost in the Library and the

group scatters.

The Traitor wins the game alone!

All used Illusion cards are discarded face up next to the board. All Trap tokens are placed back in the bag. All Wizards place their chip at the center of

the board. Then, proceed to the next turn, starting with Step 1: Turn Setup.

If the Traitor was not accused, and if there are

still Cohesion tokens remaining, start this phase

over (Turn the hourglass, etc.).

If the Traitor was accused and exposed, and

if there are still Cohesion tokens, proceed to the

next turn. The Traitor removes their chip from the

board. From now on and until the end of the game,

the Traitor will only take part in Phase 3 (Traitor

cards). They may no longer participate in the

discussions between Wizards.

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Step 5: End of the Turn

End of the Game

Making an Accusation

As soon as they take the last Cohesion token from the first area of the gauge in Step 4, the Wizards start looking for the

Traitor in their ranks: the Accusation Phase begins. The Grimoire does not take part in this phase. The Accusation Phase plays

as follows:

Turn the hourglass. The Wizards have 1 minute to discuss and try to find who is the Traitor among them.

When the hourglass runs out, on the count of three, the Wizards simultaneously point their fingers at any player of their

choice, if they think that player is the Traitor.

Count the votes against each player. The player with the most votes is accused (if there is a tie, all tied players are

accused). Any accused player reveals their Loyalty card. For each Loyal player falsely accused, lose 2 Cohesion tokens

(place them back in the box).

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22Note: Loyal players still take part in all phases of the game turn, even if they were falsely accused.

There is no Traitor in 2- or 3-player games. Ignore

any rules or steps related to the Traitor.

Also:

Don’t use Loyalty cards;

Ignore Step 3 on every turn;

Remove any purple Trap token from the

game;

Ignore the Accusation Phase;

Do not put Illusion cards in the card holder (you

still need it for the Time Track).

In a 2-player game, there is one Grimoire and

one Wizard player. The Wizard starts with two

Character chips: their own chip, plus another one

who will be their companion. Place the 2 chips

at the center of the board. On Step 4 (Choosing

a Door), they must use the two chips. Both

chips may be placed in front of the same door,

or in front of two different doors. At the end of

this step, if their own chip has chosen the wrong

door, they take 2 Cohesion tokens from the board.

If the companion’s chip has chosen the wrong door,

they only take 1 Cohesion token from the board.

Designer: L’Atelier

Publishing Director: Régis Bonnessée

Project Lead: Arthur Décamp

Development Manager: Alexandre Garcia

Development: Lucas Forlacroix,

Valentin Gaudicheau, Nicolas Sato

Art Director: Jérémy Couturier

Artwork: Xavier Collette, M81 and Libellud

Layout: Thomas Dutertre

Design Team: Clément Dautremay,

Mélanie André

Rules: Arthur Décamp & L’Atelier

Translation: Antoine Prono

Proofreading: George Ankers

Marketing: Mathieu Aubert

Communication: Maximilien Da Cunha,

Paul Neveur

Production Manager: Alexandra Soporan

Administration: Amélie Roullet,

Pascale Belot

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2- or 3-player variants

2 and 3 players

- 2 players

Credits

Playtests: Rosie Hewis, Julie Vignaud, Catalina Balan, Adrien Baudet, Anthony Carles, Alexis Chapeau, Louise Cornu, Pascal

Dubech, Laura Espitia, Floriana Luciani, Javier Mayorga, Charles Triboulot, André Vanouche, Emmanuel Biré, Valentin Briolet, Mathieu

Carlouet, Brice Chardin, Laura Cousseau, Benoît Dabadie, Mathieu Fenot, Paul Ferret, Aline Fischer, William Forestier, Simon Genet, Kévin

Goulette, Hélène Grisoni, Florent Guibert, Corentin Guillaumot, Robin Larnicol, José Lhuillier, Louisa Mamalis, Susan Mckinlay, Namiko Maki,

Olivier Noc, Alexandra Pedinotti, Tristan Pietropaoli, Raphaël Robert-Bouchard, Aurélie Simondet, Stico, Andrés Vargas

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Brown Traps affect Step 2

Green Traps affect Step 4

Special Trap: The Watcher

Purple Traps affect Step 3

Each Trap applies on a given step. Traps make it more difficult for Wizards to escape the Library.

+2:

Immediately draw 2 extra Trap

tokens from the bag.

Concealed Door:

The card placed on Door #4 is

not revealed. The Wizards may

choose it as any other door, but

the card won’t be revealed until

the end of that step.

The Watcher Trap is not a token. It applies on each turn if the Progress Marker is on the last

space of its track. When this Trap applies, Wizards cannot communicate with each other, in

any way. Moreover, instead of placing their chip in front of a door, they simply take their chip

in hand once each of them has individually decided which door they are going to try. Once

everyone has their chip in hand, all Wizards count to three, then they simultaneously place

their chips in front of the door of their choice.

Espionage:

The Grimoire must show the Exit card to the Traitor before the

Traitor picks their cards.

Dark Magic:

The Traitor may choose up to 4 cards from the

card holder instead of 2.

Dark Night:

The Grimoire must discard the

Pages and remove the Butterfly

markers at the beginning of

Step 3.

Dangerous Room:

When resolving Step 4, count the number of wrong

doors that have been chosen by the Wizards, and

remove as many Cohesion tokens from the board

(place them back in the box).

Dusk Hallway (red filter):

The Grimoire must place the red

sheets on the Pages before placing

their Butterfly markers.

Evanescent Room:

Place the Evanescent Room on

the Time Track. It replaces the Time

Track completely until the end of

the turn.

United Butterflies:

The Grimoire must place both

Butterfly markers on or below the

same Page.

Locked Doors:

Instead of revealing all lllusion cards simultaneously, the Wizards reveal

them one by one. As soon as a door is revealed, each Wizard that did

not place their chip must decide whether or not they will choose this

door. If they don’t, they cannot place their chips on that door later in the

turn. Once all Wizards have placed their chips, resolve Step 4.

Note: if you reveal this token while the Watcher is active, after a card

is revealed, count to three. Each player that chooses this door after

that places their chip on it.

Magical Mist:

The Grimoire must place the printed

sheets on the Pages before placing

their Butterfly markers. They cannot

point to anything on the printed sheets.

Great Room:

The Grimoire adds an extra card

from the deck (use Door ).

No effect:

This token has no effect.

Bottom Butterfly:

The Grimoire must place at least

one Butterfly marker at the bottom

of a Page. The other Butterfly

marker may be placed freely.

Trap Tokens

For more information, and to see the PDF of the rules please visit: <https://cdn.svc.asmodee.net/production-libellud/uploads/2022/03/OBS_RULES_EN_BD.pdf>